D&DBZ 5e

CHARACTER NAME

RACES:

TOTAL LEVEL:

KI RANK:

BACKGROUND:

CLASSES AND LEVELS:

BULK

POWER LEVEL

PROFICIENCY BONUS

INSPIRATION

INITIATIVE

AC

SPEED

FLIGHT

HIT DICE MAX

HIT DICE USED

CURRENT HP

CURRENT STA

MAX HP

MAX STA

CURRENT KI

MAX KI

WEAPON	ATK BONUS	DMG
UNARMED		
KI BLAST		

DEATH SAVES

SUCCESS ○○○

FAIL ○○○

STRENGTH

- △ SAVING THROW
- △○ ATHLETICS

DEXTERITY

- △ SAVING THROW
- △○ ACROBATICS
- △○ SLIGHT OF HAND
- △○ STEALTH

CONSTITUTION

- △ SAVING THROW

INTELIGENCE

- △ SAVING THROW
- △○ ARCANA
- △○ HISTORY
- △○ TECHNOLOGY
- △○ INVESTIGATION
- △○ NATURE
- △○ RELIGION

WISDOM

- △ SAVING THROW
- △○ KI CONTROL
- △○ SPIRIT
- △○ ANIMAL HANDLING
- △○ INSIGHT
- △○ MEDICINE
- △○ PERCEPTION
- △○ SURVIVAL

CHARISMA

- △ SAVING THROW
- △○ DECEPTION
- △○ INTIMIDATION
- △○ PERSUASION
- △○ PERFORMANCE

PASSIVE PERCEPTION

PROFICIENCIES
ARMOR
WEAPON
TOOLS

RACE	CLASS	FEATS	HEROIC

INVENTORY

STATIC BONUS: ——
ATTACK BONUS: ——
SAVE DC: ——
MELEE (STR)

STATIC BONUS: ——
ATTACK BONUS: ——
SAVE DC: ——
WEAPON (STR)

STATIC BONUS: ——
ATTACK BONUS: ——
SAVE DC: ——
MYSTICISM (CHA)

STATIC BONUS: ——
ATTACK BONUS: ——
SAVE DC: ——
BARRAGE (DEX)

STATIC BONUS: ——
ATTACK BONUS: ——
SAVE DC: ——
BLAST (WIS)

STATIC BONUS: ——
ATTACK BONUS: ——
SAVE DC: ——
GADGET (INT)

STATIC BONUS: ——
ATTACK BONUS: ——
SAVE DC: ——
BEAM (CON)

STATIC BONUS: ——
ATTACK BONUS: ——
SAVE DC: ——
OMNI (INT)

MAGIC

STAMINA

STARS	NAME	STA COST
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TECHNIQUES

KI/FOCUS

	RANK 1	
STARS	NAME	KI COST
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	RANK 2	
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FORMS

NAME:

TYPE:

POWER:

BULK:

SPEED:

DAMAGE:

COST:

DESCRIPTION OR PICTURE:

FEATURE:

NAME:

TYPE:

POWER:

BULK:

SPEED:

DAMAGE:

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DESCRIPTION OR PICTURE:

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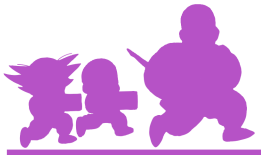

TRAINING

TRAINING TECHNIQUES

STARS	NAME	COST
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TRAINING BOONS